

**BEST AVAILABLE COPY**

**PATENT APPLICATION FEE DETERMINATION RECORD**

Effective December 29, 1999

Application or Docket Number

*09/648,449*

**CLAIMS AS FILED - PART I**

(Column 1) (Column 2)

FOR	NUMBER FILED	NUMBER EXTRA
BASIC FEE		
TOTAL CLAIMS	32 minus 20 =	12
INDEPENDENT CLAIMS	4 minus 3 =	1
MULTIPLE DEPENDENT CLAIM PRESENT		

If the difference in column 1 is less than zero, enter "0" in column 2

**CLAIMS AS AMENDED - PART II**

(Column 1) (Column 2) (Column 3)

AMENDMENT A	CLAIMS REMAINING AFTER AMENDMENT		HIGHEST NUMBER PREVIOUSLY PAID FOR	PRESENT EXTRA
	32	Minus	32	0
	4	Minus	4	0
FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM				

*3/7/05*

(Column 1) (Column 2) (Column 3)

AMENDMENT B	CLAIMS REMAINING AFTER AMENDMENT		HIGHEST NUMBER PREVIOUSLY PAID FOR	PRESENT EXTRA
	29	Minus	32	0
	4	Minus	4	0
FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM				

(Column 1) (Column 2) (Column 3)

AMENDMENT C	CLAIMS REMAINING AFTER AMENDMENT		HIGHEST NUMBER PREVIOUSLY PAID FOR	PRESENT EXTRA
	0	Minus	0	0
	0	Minus	0	0
FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM				

If the entry in column 1 is less than the entry in column 2, write "0" in column 3.

" If the "Highest Number Previously Paid For" IN THIS SPACE is less than 20, enter "20."

" If the "Highest Number Previously Paid For" IN THIS SPACE is less than 3, enter "3."

The "Highest Number Previously Paid For" (Total or Independent) is the highest number found in the appropriate box in column 1.

SMALL ENTITY  
TYPE  OR OTHER THAN  
SMALL ENTITY

RATE	FEES	RATE	FEES
OR	345.00	OR	690.00
X\$ 9=		X\$18=	288
X39=		X78=	78
+130=		+260=	
TOTAL		OR TOTAL	984

SMALL ENTITY  
OR OTHER THAN  
SMALL ENTITY

RATE	ADDI- TIONAL FEE	RATE	ADDI- TIONAL FEE
OR	X\$18=		
X39=		X78=	
+130=		+260=	
TOTAL ADDT. FEE		OR TOTAL ADDT. FEE	0

RATE	ADDI- TIONAL FEE	RATE	ADDI- TIONAL FEE
OR	X\$18=		
X39=		X78=	
+130=		+260=	
TOTAL ADDT. FEE		OR TOTAL ADDT. FEE	0

RATE	ADDI- TIONAL FEE	RATE	ADDI- TIONAL FEE
OR	X\$18=		
X39=		X78=	
+130=		+260=	
TOTAL ADDT. FEE		OR TOTAL ADDT. FEE	0